

Rules of the Game

Going Metric (Part Four)

By Skip Williams



General Equipment and Encumbrance

The final Going Metric installment converts general equipment as well as encumbrance and carrying capacity.

Adventuring Gear

Item	Cost	Weight
Backpack (empty)	2 gp	1 kg[1]
Barrel (empty)	2 gp	15 kg
Basket (empty)	4 sp	0.5 kg
Bedroll	1 sp	2.5 kg[1]
Bell	1 gp	--
Blanket, winter	5 sp	1.5 kg[1]
Block and tackle	5 gp	2.5 kg
Bottle, wine, glass	2 gp	--
Bucket (empty)	5 sp	1 kg
Caltrops	1 gp	1 kg
Candle	1 cp	--
Canvas (sq. meter)	1 sp	0.5 kg
Case, map or scroll	1 gp	0.25 kg
Chain (4 m)	30 gp	1 kg
Chalk, 1 piece	1 cp	--
Chest (empty)	2 gp	12.5 kg
Crowbar	2 gp	2.5 kg
Firewood (per day)	1 cp	10 kg
Fishhook	1 sp	--
Fishing net, 4 sq. meters	4 gp	2.5 kg
Flask	3 cp	--
Flint and steel	1 gp	--
Grappling hook	1 gp	2 kg

Hammer	5 sp	1 kg
Ink (30 ml vial)	8 gp	--
Inkpen	1 sp	--
Jug, clay	3 cp	4.5 kg
Ladder, 4 meters	5 cp	10 kg
Lamp, common	1 sp	0.5 kg
Lantern, bullseye	12 gp	1.5 kg
Lantern, hooded	7 gp	1 kg
Lock		0.5 kg
Very simple	20 gp	0.5 kg
Average	40 gp	0.5 kg
Good	80 gp	0.5 kg
Amazing	150 gp	0.5 kg
Manacles	15 gp	1 kg
Manacles, masterwork	50 gp	1 kg
Mirror, small steel	10 gp	0.25 kg
Mug/tankard, clay	2 cp	0.5 kg
Oil (500 ml flask)	1 sp	0.5 kg
Paper (sheet)	4 sp	--
Parchment (sheet)	2 sp	--
Pick, miner's	3 gp	5 kg
Pitcher, clay	2 cp	2.5 kg
Piton	1 sp	0.25 kg
Pole, 4 meters	2 sp	4 kg
Pot, iron	5 sp	5 kg
Pouch, belt	1 gp	0.5 kg[1]
Ram, portable	10 gp	10 kg
Rations, trail (per day)	5 sp	0.5 kg[2]
Rope, hemp (20 m)	1 gp	5 kg
Rope, silk (20 m)	10 gp	2.5 kg
Sack (empty)	1 sp	0.25 kg[1]
Sealing wax	1 gp	0.5 kg
Sewing needle	5 sp	--
Signal whistle	8 sp	--
Signet ring	5 gp	--
Sledge	1 gp	5 kg

Soap (per 0.5 kg)	5 sp	0.5 kg
Spade or shovel	2 gp	4 kg
Spyglass	1,000 gp	0.5 kg
Tent	10 gp	10 kg[1]
Torch	1 cp	0.5 kg
Vial, ink or potion	1 gp	--
Waterskin (empty)	1 gp	--
Whetstone	2 cp	0.5 kg

Special Substances and Items

Item	Cost	Weight
Acid (flask)	10 gp	0.5 kg
Alchemist's fire (flask)	20 gp	0.5 kg
Antitoxin (vial)	50 gp	--
Everburning torch	110 gp	0.5 kg
Holy water (flask)	25 gp	0.5 kg
Smokestick	20 gp	0.25 kg
Sunrod	2 gp	0.5 kg
Tanglefoot bag	50 gp	2 kg
Thunderstone	30 gp	0.5 kg
Tindertwig	1 gp	--

Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	500 gp	20 kg
Artisan's tools	5 gp	2.5 kg
Artisan's tools, masterwork	55 gp	2.5 kg
Climber's kit	80 gp	2.5 kg[1]
Disguise kit	50 gp	8 lb. [1]
Healer's kit	50 gp	0.5 kg
Holly and mistletoe	--	--
Holy symbol, wooden	1 gp	--
Holy symbol, silver	25 gp	0.5 kg
Hourglass	25 gp	0.5 kg
Magnifying glass	100 gp	--

Musical instrument, common	5 gp	1.5 kg[1]
Musical instrument, masterwork	100 gp	1.5 kg[1]
Scale, merchant's	2 gp	0.5 kg
Spell component pouch	5 gp	1 kg
Spellbook, wizard's (blank)	15 gp	1.5 kg
Thieves' tools	30 gp	0.5 kg
Thieves' tools, masterwork	100 gp	1kg
Tool, masterwork	50 gp	0.5 kg
Water clock	1,000 gp	100 kg

Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	2 kg[1]
Cleric's vestments	5 gp	3 kg[1]
Cold weather outfit	8 gp	3.5 kg[1]
Courtier's outfit	30 gp	3 kg[1]
Entertainer's outfit	3 gp	2 kg[1]
Explorer's outfit	10 gp	4 kg[1]
Monk's outfit	5 gp	1 kg[1]
Noble's outfit	75 gp	5 kg[1]
Peasant's outfit	1 sp	1 kg[1]
Royal outfit	200 gp	12.5 kg[1]
Scholar's outfit	5 gp	3 kg[1]
Traveler's outfit	1 gp	2.5 kg[1]

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
2 liters	1 sp	2 kg
Mug	4 cp	0.5 kg
Banquet (per person)	10 gp	--
Bread, per loaf	2 cp	0.25 kg
Cheese, hunk of	1 sp	0.25 kg
Inn stay (per day)[2]		
Good	2 gp	--

Common	5 sp	--
Poor	2 sp	--
Meals (per day)[2]		
Good	5 sp	--
Common	3 sp	--
Poor	1 sp	--
Meat, chunk of	3 sp	0.25 kg
Rations, trail (per day)	5 sp	0.5 kg[2]
Wine		
Common (pitcher)	2 sp	3 kg
Fine (bottle)	10 gp	1.25 kg

Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gp	0.5 kg
Dog, riding	150 gp	--
Donkey or mule	8 gp	--
Feed (per day)	5 cp	5 kg
Horse		
Horse, heavy	200 gp	--
Horse, light	75 gp	--
Pony	30 gp	--
Warhorse, heavy	400 gp	--
Warhorse, light	150 gp	--
Warpony	100 gp	--
Saddle		
Military	20 gp	15 kg
Pack	5 gp	7.5 kg
Riding	10 gp	12.5 kg
Saddle, Exotic		
Military	60 gp	20 kg
Pack	15 gp	10 kg

Riding	30 gp	15 kg
Saddlebags	4 gp	4 kg
Stabling (per day)	5 sp	--

Transport

Item	Cost	Weight
Carriage	100 gp	300 kg
Cart	15 gp	100 kg
Galley	30,000 gp	--
Keelboat	3,000 gp	--
Longship	10,000 gp	--
Rowboat	50 gp	50 kg
Oar	2 gp	5 kg
Sailing ship	10,000 gp	--
Sled	20 gp	150 kg
Wagon	35 gp	200 kg
Warship	25,000 gp	--

-- No weight, or no weight worth mentioning.

1. When made for Medium characters. Weighs one-quarter the normal amount when made for Small characters. Weighs twice the normal amount when made for Large characters. Containers carry one-quarter the normal amount when made for Small characters.

2. Weight assumes rations for a Medium character. Rations for small characters weigh one-quarter as much, but also contain only one-quarter of the food and cost one-quarter as much.

Containers and Carriers

Hauling Vehicles

Item	Cost	Empty Weight (English Units)	Holds or Carries (English Units)	Empty Weight (Metric Units)	Holds or Carries (Metric Units)
Cart	15 gp	200 lb.	1/2 ton	100 kg	500 kg
Sled	20 gp	300 lb.	1 ton	150 kg	1,000 kg
Wagon	35 gp	400 lb.	2 tons	200 kg	2,000 kg

Dry Goods

Item	Cost	Empty Weight (English Units)	Holds or Carries (English Units)	Empty Weight (Metric Units)	Holds or Carries (Metric Units)
------	------	---------------------------------	-------------------------------------	--------------------------------	------------------------------------

Backpack	2 gp	2 lb.[1]	1 cubic ft./60 lb.[1]	1 kg[1]	0.03 cubic meters/30 kg
Barrel	2 gp	30 lb.	10 cubic ft./650 lb.[2]	15 kg	0.3 cubic meters/300 kg[2]
Basket	4 sp	1 lb.	2 cubic ft./20 lb.	0.5 kg	0.06 cubic meters/10 kg
Bucket	5 sp	2 lb.	1 cubic ft./65 lb.[3]	1 kg	0.03 cubic meters/30 kg[3]
Chest	2 gp	25 lb.	2 cubic ft./200 lb.	12.5 kg	0.06 cubic meters/100 kg
Pouch, belt	1 gp	1/2 lb.[1]	1/5 cubic ft./10 lb.[1]	0.25 kg[1]	6,000 cubic centimeters/5 kg
Sack	1 sp	1/2 lb.[1]	1 cubic ft./60 lb.[1]	0.25 kg[1]	0.03 cubic meters/30 kg
Saddlebags	4 gp	8 lb.	5 cubic ft./250 lb.	4 kg	0.15 cubic meters/125 kg
Spell component pouch	5 gp	1/4 lb.[1]	1/8 cubic ft./2 lb.	0.125 kg[1]	3,750 cubic centimeters/1 kg

Liquids

Item	Cost	Empty Weight (English Units)	Holds or Carries (English Units)	Empty Weight (Metric Units)	Holds or Carries (Metric Units)
Bottle, wine, glass	2 gp	--	1 1/2 pints/1.5 lb.	--	0.33 liters/0.33 kg
Flask	3 cp	--	1 pint/1 lb.	--	0.25 liters/0.25 kg
Jug, clay	3 cp	1 lb.	1 gallon/8 lb.	0.5 kg	4 liters/4 kg
Mug/tankard, clay	2 cp	--	1 pint/1 lb.	--	0.25 liters/0.25 kg
Pitcher, clay	2 cp	1 lb.	1/2 gallon/4 lb.	0.5 kg	4 liters/4 kg
Pot, iron	5 sp	2 lb.	1 gallon/8 lb.	0.5 kg	4 liters/4 kg
Vial, ink or potion	1 gp	--	1 ounce/--	--	30 ml/--
Waterskin	1 gp	--	1/2 gallon/4 lb. [1]	--	2 liters/2 kg

-- No weight worth mentioning

1. When made for Medium characters. Weighs one-quarter the normal amount when made for Small characters. Weighs twice the normal amount when made for Large characters. Containers carry one-quarter the normal amount when made for Small characters.
2. A barrel filled with liquid holds about 75 gallons or about 300 liters.
3. A bucket filled with liquid holds about 7 gallons or about 30 liters.

Converting Encumbrance and Carrying Capacity

A character's ability to carry a load under the metric system can be converted directly from pounds to kilograms. The numbers given below use the same rounding methods used to convert the weight of equipment in the previous sections, so that a character can carry about the same weight no matter what system of weights and measures is in use.

Strength	Light Load	Medium Load	Heavy Load
1	Up to 1.5 kg	1.6-3 kg	4-5 kg

2	Up to 3 kg	4-6 kg	7-10 kg
3	Up to 5 kg	6-10 kg	11-15 kg
4	Up to 7 kg	8-13 kg	14-20 kg
5	Up to 8 kg	9-16 kg	17-25 kg
6	Up to 10 kg	11-20 kg	21-30 kg
7	Up to 11 kg	12-23 kg	24-35 kg
8	Up to 13 kg	14-26 kg	27-40 kg
9	Up to 15 kg	16-30 kg	31-45 kg
10	Up to 17 kg	18-33 kg	34-50 kg
11	Up to 19 kg	20-38 kg	39-58 kg
12	Up to 21 kg	22-43 kg	44-65 kg
13	Up to 25 kg	26-50 kg	51-75 kg
14	Up to 29 kg	30-58 kg	59-88 kg
15	Up to 33 kg	34-67 kg	68-100 kg
16	Up to 38 kg	39-77 kg	78-115 kg
17	Up to 43 kg	44-87 kg	88-130 kg
18	Up to 50 kg	51-100 kg	101-150 kg
19	Up to 58 kg	59-117 kg	118-175 kg
20	Up to 67 kg	68-133 kg	134-200 kg
21	Up to 77 kg	78-153 kg	154-230 kg
22	Up to 87 kg	88-173 kg	174-260 kg
23	Up to 100 kg	101-200 kg	201-300 kg
24	Up to 117 kg	118-233 kg	234-350 kg
25	Up to 133 kg	134-267 kg	268-400 kg
26	Up to 153 kg	154-307 kg	308-460 kg
27	Up to 173 kg	174-347 kg	348-520 kg
28	Up to 200 kg	201-400 kg	401-600 kg
29	Up to 233 kg	234-467 kg	468-700 kg
+10	x4	x4	x4

About the Author

Skip Williams keeps busy with freelance projects for several different game companies and has been the Sage of ***Dragon Magazine*** since 1986. Skip is a co-designer of the **D&D** 3rd Edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (his borscht gets rave reviews).

©1995-2004 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved. Wizards is headquartered in Renton, Washington, PO Box 707, Renton, WA 98057.

Based on the original **Dungeons & Dragons®** game by E. Gary Gygax and Dave Arneson and on the new edition of the **Dungeons & Dragons** game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. **D&D**, **Dungeons & Dragons**, and **Forgotten Realms** are registered trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. This material is protected under the laws of the United States of America. Any reproduction of or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit **www.wizards.com/d20**. ©2001-2004 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Visit our website at www.wizards.com/dnd